

City of Albuquerque Department of Finance and Administrative Services Notice of the Intention to Consider The Adoption of a Rule or Regulation City Operator Permit Policy

A hearing will be held on **Thursday**, **July 28**, **2011** at **10:30** a.m. in the **City Council Committee Room**, **9**th **Floor City Hall** to consider the adoption of rules and regulations for the Department of Finance and Administrative Services.

Pursuant to ROA §2-15-3, this Notice of the Intention to Consider the Adoption of Rule or Regulation shall be posted in the lobby of City Hall, posted notice electronically on the City Clerk's web site dedicated to the schedule rule making hearings and meetings of public boards, commissions and committees and by giving written notice to the Mayor and the Chief Administrative Officer. This notice is provided at least 14 days prior to the hearing at which the proposed rule or regulation will be considered. The hearing at which the proposed rule or regulation is considered, shall be open to the public and any person may give testimony in favor of or in opposition to the proposed rule or regulation, whether such testimony is given orally or in writing. Any written comments must be submitted within (10) days after the close of the meeting. In considering the proposed rule or regulation, the hearing officer shall give due consideration to all such testimony.

This hearing is related to the substantial revisions and reformatting of the City of Albuquerque's Operator Permit Policy.

In additional to substantive changes, under the direction of the Department of Finance or Administrative Services, all of the rules will be reformatted generally following the format of the New Mexico Administrative Code.

Both the existing City Operator Permit Policy and a draft of the proposed City Operator Permit Policy can be found at www.cabq.gov/clerk.

For information you may contact Peter Ennen, Risk Manager for the City of Albuquerque's Risk Management Division, at 505-768-3209.

Date Posted: 7/13/2011